BARDS & TINKERERS VS METAL ANGEL

BARDS

Art and craftsmanship go hand-in-hand, each requiring inspiration, intelligence, and creativity. Bards bring not only spirit-lifting entertainment to the party, but also considerable magical support. Their music can sow dread and despair among even the most fearsome enemies and inspire allies to acts of mighty heroism in the midst of combat.

SETUP

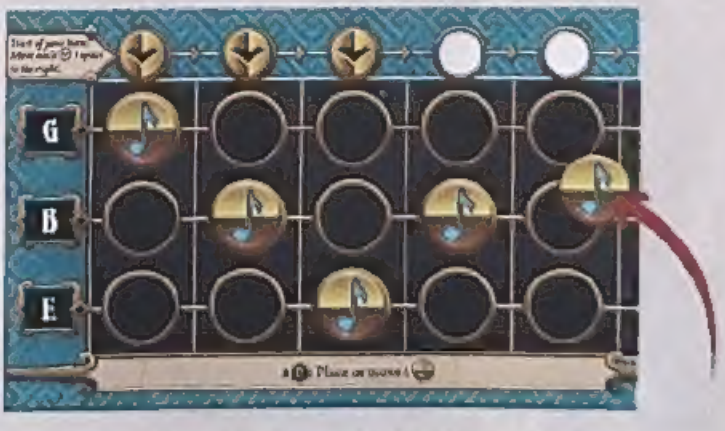
- Choose a Level 1 Skill card and place it with the Bard Musical dashboard near their Hero dashboard. Place the 3 Chord tokens on the 3 leftmost slots of the first line of the Bard Musical dashboard. Then take all 5 Note Tokens and keep them close to the Bard Musical dashboard.

- Remove the following cards from their respective Treasure decks and place them close to the Bard Musical dashboard: Lute (Common), Inspiring Drums (Rare), and Angelic Flute (Epic). They **are not** considered to be in the Bard's Inventory.

GAMEPLAY

Notes and Chords: The Bard begins the game with no Note tokens on their dashboard. During their turn, they may spend 3 to place a Note token on any Note slot on their dashboard as long as there is no other Note token already placed in that same column. A Note token is either a G, B, or E according to the line where it was placed on the Bard Musical dashboard.

If the Bard has all Note tokens placed on their dashboard and wants to move any of them from one slot to another, they may spend 3 to move each Note token as long as after moving Note tokens, there are no 2 tokens in the same column. Bards can place and move Notes in this manner multiple times during their turn.



Example: *Dylan has been playing for a while and already has 4 Note tokens placed on his dashboard. Spending 3, Dylan places the last Note token on B in the empty column.*
Dylan is unable to place the note in another column as he already has 1 note on each.

At the start of the Bard's turn, they **must** move all Chord tokens 1 slot to the right. If a Chord token is at the rightmost slot, move it to the leftmost slot.

Any Note tokens placed on columns under a Chord token are considered **Active Notes**, as long as the Bard has an equipped **Instrument** on their dashboard (*see below*).

Example: *At the beginning of the turn, Dylan moves each of the Chord tokens 1 space to the right. Now, Dylan no longer has an active G note. Spending 3 , Dylan moves his Note token from B to G so he can continue to play a specific song during his turn. As all of Dylan's columns were full, he was only able to move the Note token to another note in the same column.*

Some of the Bard's skills represent songs that they are playing, such as the 2 Starting Songs on the Bard Musical dashboard. These skills require **Active Notes** (in any order) and an Instrument equipped to be in effect.

Instruments: Some items and weapons are Instruments.

They are specifically as listed:

- Magical Ocarina;
- Lute;
- Inspiring Drums;
- Angelic Flute;
- Any ***Bard only*** card.

During the Bard's turn, they may discard 2 items of the same tier to gain and equip the Instrument of that corresponding tier (from the Instruments set aside during Setup). This does not require an action.

TINKERERS

Tinkerer ingenuity knows no bounds, allowing them to assemble weapons and gadgets for every occasion, often in the midst of battle. Given more time, they can even construct custom devices and enhancements for their companions to augment their own skills and fighting abilities. While Tinkerers cannot usually win battles alone, their very presence in a group increases its potential tenfold!

SETUP

- Place the 6 Bomb tokens (*3 small and 3 large*) in a pool near the Tinkerer's Hero dashboard. Choose a Level 1 skill and place it with the double-sided Rules card (*Bombs and Gizmos*) near the Tinkerer's Hero dashboard.

- Place the 4 double-sided Exo-Armor dashboards, the Exo-Armor token, the 6 Construct cards, and the 3 Construct tokens near the Tinkerer's Hero dashboard.

GAMEPLAY

Bomb

Some skills and abilities allow the Tinkerer to place Bomb tokens in the Dungeon during their turn by spending Mana or discarding items. This is not an action. The Tinkerer may not use Gizmos as the discarded item (*see next page*).

Bombs explode at the start of the Enemy Phase. Their effect is described on the Rules card. Players may choose the order in which Bombs resolve in the same Zone as long as they resolve **all** the Bombs in that Zone before moving to the next.

Example: *Kaylee takes the Bombs I skill at the start of the game. She may spend 3 or discard 1 item to place a small Bomb within range. At the start of the Enemy Phase, the Bomb explodes. She rolls dealing 1 Wound for each to all Enemies in that Zone. Afterward, each Enemy in the Zone is moved up to 1 Zone.*

Gizmos

Some skills or abilities may reference Gizmos, represented by Treasure tokens that the Tinkerer draws from the bag through the *Gizmos* skills. Gizmos may be used as items of their tier to be traded at the Forge just like a regular item (*returning them to the Treasure bag*). They may also be expended to fulfill 1 of the corresponding Gizmos effects on the Rules card.

After being spent, they are returned to the Treasure bag. Each Effect may only be used once per round.

Gizmos Rules

Gizmos count as items of their rarity that can be traded. They are used as Consumables by the Tinkerer, returning them to the Treasure bag to use 1 of the corresponding effects, according to their rarity. Each effect may only be used once per round.

- **Smoke Bombs** : Combat: 2
- **Cobbled Wings** : Move: +1 MP
- **Carrier Drone** : Trade: You may also trade with 1 Hero in any Zone.

- **Holy Hand Explosive** : Add 1 to 1 Enemy in range and immediately resolve all on that Enemy using instead.
- **Replicating Gadget** : Return 1 discarded Consumable to your Inventory.
- **Orb of Darkness** : Attack: +1

- **Lucky Coin** : +1 action.
- **Freezing Device** : Add 2 to 1 Enemy in range.
- **Lightbringer Potion** : Each Hero in your Zone fully Heals and recovers all

- **Blade Enhancers** : Attack: +2
- **Disposable Shield** : Defense: +2
- **Gift Box** : Draw 2 Treasure tokens from the bag as Gizmos.

Example: *After leveling up, Kaylee takes the Gizmos I skill. At the beginning of her next turn, she draws 1 token from the Treasure bag and may use it as a Gizmo. Drawing a item token, she may trade it at the Forge or expend it to use the Smoke Bomb, Cobbled Wing, or Carrier Drone effects during play.*

Exo-Armor

If the Tinkerer chooses the *Exo-Armor* skill, they may, during their turn, discard items as indicated in the skill to gain and equip the Upper or Lower part of the Exo-Armor. This is not an action. The Tinkerer may not use Gizmos as the discarded item. Exo-Armor parts count as items with these additional rules:

- Exo-Armor parts have no item tier.
- Exo-Armor parts cannot be traded with other Heroes.
- Exo-Armor parts cannot be discarded unless stated otherwise.

Equipping the Exo-Armor:

- **Upper part:** Remove any equipped hand items and place them in the Tinkerer's Inventory. Then, place the Exo-Armor Upper part over the hands and Hero card slots.
- **Lower part:** Remove any equipped Head, Torso, Legs, and Miscellaneous items and place them in the Tinkerer's Inventory. Then, place the Exo-Armor Lower part over these slots.

Whenever the Tinkerer has at least 1 part of the

Exo-Armor equipped, place the active Exo-Armor token next to their miniature as a reminder.

Example: *Jebediah decides to take the Exo-Armor I skill. During his turn, Jebediah discards 3 of his items to gain the Lower part of the Exo-Armor. First, he moves any Head, Torso, Leg, or Miscellaneous items he had equipped back to his Inventory.*

Next, he places the Lower part of the Exo-Armor over those slots and places the active Exo-Armor token next to his miniature.

Constructs: The Constructs (*Guard, Sentry, and Scout*) are allies that the Tinkerer can create by unlocking certain skill cards. Each has their own characteristics, listed on their card.

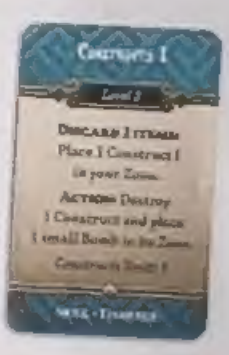
The Tinkerer is limited to how many Constructs they may have according to their current level of the ***Constructs*** skill. In addition, there is only 1 Construct of each type. While in the Dungeon, the Constructs count as a Hero for the purposes of Heroes and Enemies targeting (but not for the number of Minions in Mobs, Roaming Monsters' Health, etc).

During the Tinkerer's turn, they may activate each Construct once (the first activation does not cost an action) and may spend actions to activate them again.

When activated, the Constructs can perform Attack or Move actions. When performing a Move action, each Construct has 2 MP just like any other Hero. Constructs can't Interact, Open Doors, Recover, or carry any items unless stated otherwise on their respective cards. They also do not roll the Shadow die when attacking in Shadow.

To attack or defend, refer to the information listed on the respective Construct card. Whenever a Construct kills an Enemy, the Tinkerer gains the experience. When a Construct is killed, return the token to the pool (they may be created again by paying their cost).

Example: *Jebediah takes the Constructs I skill when he levels up. Discarding 2 items, Jebediah creates a Guard construct in his Zone.*



CAMPAIGN MODE SPECIAL RULES

When playing with a Tinkerer in the Campaign Mode some exceptions are applied:

- Before the Town Phase, if the Tinkerer holds any Treasure tokens as Gizmos, they are returned to the Treasure bag.
- Each part of the Exo-Armor counts as 1 item for the Item Limit when starting a Quest.
- **Blacksmith II, and III Skills:** When playing in Campaign Mode, your Hero can never count as a Forge (this portion of these 2 skills has no effect).

ADDING THIS EXPANSION

This expansion contains 1 additional Roaming Monster and new items. To include them in the game, simply shuffle these cards into their corresponding decks. This expansion features components of levels 6-10 and Legendary Treasure cards that are only used when playing in Campaign Mode (*available in the Heavenfall expansion*).